

DELUXEPAIN™ II

GETTING STARTED

Your **DeluxePaint II** package consists of two disks: the program disk (described in the manual) and a bonus art disk containing images created with **DeluxePaint II**. Before you use **DeluxePaint** you should make one or more working copies of the program disk. By making a backup copy, you will be protected in case anything happens to your original disk. You might also want to initialize some data disks for saving your artwork. (See your IIGS documentation for instructions on initializing and copying disks.)

To start **DeluxePaint**, insert your working copy of **DeluxePaint** and turn on your computer and monitor. This guarantees that the tools in the system directory are the correct versions for your copy of **DeluxePaint**. To launch the program, simply double-click on the **DeluxePaint** name in the Launcher. If you are using a *two-drive* system, put your working copy of the program in Drive 1 and the original in Drive 2; after the program has loaded you can eject the original and replace it with the **DeluxePaint** art disk or your initialized data disk. If you are using a *single drive*, you will get a message asking you to insert the original disk. In that case, eject the copy and insert the original **DeluxePaint** program disk. When the drive stops spinning, eject the original and put it back into storage.

When you quit **DeluxePaint** (by selecting **Quit** from the **File** menu), you will be taken back to the Launcher, from which you can launch any other application. Anything you have saved to the Clipboard from within **DeluxePaint** will be saved when you switch to the new application, which means you can move images out of **DeluxePaint** and into another application.

MEMORY CONSIDERATIONS

DeluxePaint needs at least 768K of memory to run. Some of **DeluxePaint's** features (such as Fixed Background, Stencils, and Spare Page) consume more memory than others, and you may not be able to use all of them simultaneously with the minimum amount of memory. In particular, with 768K you can fix the background (see your manual for information on this feature), *or* you can use all the other memory intensive features, but not both at once. If you wish to use all of **DeluxePaint's** features simultaneously, you will need to upgrade your RAM to one megabyte or more.

Irrespective of the amount of memory you have available, some painting operations take longer to complete than others. In particular, when using some of the perspective options (such as High Anti-aliasing, for example) you may find that it takes several minutes to paint a rotated brush. No watch cursor is visible during these operations.

PRINTING

PAGE SETUP: Before printing your work, make sure that the **Page Setup** information is correct. Select **Page Setup** from the **File** menu and then select from the following options:

Paper: Select paper size.

Special Effects: Check the box if you want to leave no gaps between pages.

Orientation: Select from Portrait or Landscape by clicking the appropriate icon.

CHOOSE PRINTER: If you are using a printer other than Apple's ImageWriter, you will need to make the appropriate selection from the **Choose Printer** dialog box. Click the appropriate printer, and the port the printer is connected to (Printer, Modem, or Appletalk). Click OK to use your settings. **Note:** Your **DeluxePaint** disk comes installed with the ImageWriter driver only. If you want to use another printer, you will need to install the correct driver for that printer. Consult your dealer for information.

PRINT: Selecting **Print...** from the **File** menu produces the Print dialog box, allowing you to choose from various printing options. These options are summarized as follows:

Quality: For best results, choose **Better Color**.

Page Range: **DeluxePaint** ignores this setting.

Copies: Enter the number of copies you wish to print.

Paper Feed: Select **Automatic** if you are using tractor feed paper or **Hand Feed** if you are using single sheets.

Color: Check the Color box if you wish to print in color. Leave it unchecked to print in Black and White.

CUT, COPY and PASTE

These functions allow you to move images from the Clipboard to your brush, and *vice versa*. When you select **Cut**, your current brush image is placed onto the Clipboard, and replaced with the single-pixel brush. **Copy** places a copy of your current brush onto the Clipboard, without affecting the brush. **Paste** places a copy of the the Clipboard onto your brush, replacing the previous image.

If you want to move an image into a program that doesn't use Apple's Preferred File Format, you can do so by using the **EA Screen Saver** utility. To access this utility, first prepare the screen you want to save (for example, you may want to press 0 first to remove the Menu Bar and the Tool Box), and then press the **Esc** key while holding down both the **Control** and the **Open Apple** keys. To save the current screen, select **EA Screen Saver**. The first screen you save is saved as Screen.0, the second as Screen.1, etc. You can rename these later to more closely describe their contents. **Note:** If you attempt to use **Screen Saver** and the computer beeps, select **Save Picture** from the **File** menu to see if the disk is write-protected or full. Select **Cancel** to return to the painting screen.

THE BONUS ART DISK

This disk contains art created with **DeluxePaint**. Be sure to try color cycling (press the **Tab** key to toggle it on and off) when you look at the paintings in the folder labeled **Cycle.Me**.

KEYBOARD COMMAND SUMMARY

Use the following keyboard equivalents as shortcut methods for accessing **DeluxePaint**'s features.

BRUSH COMMANDS

1	Matte mode
2	Color mode
3	Replace mode
4	Smear mode
5	Shade mode
6	Blend mode
7	Cycle mode
8	Smooth mode
-	Reduce brush size
Shift -	Reduce brush size twice as much as -
=	Increase brush size
Shift =	Increase brush size twice as much as =
Z	Stretch
h	Halve
H	Double
x	Flip horizontal
X	Double horizontal
y	Flip vertical
Y	Double vertical
z	90 degree rotate

(For 1-8, use the number keys on the main part of the keyboard, above the alphabet.)

PERSPECTIVE COMMANDS

X-Axis Commands:

Keypad 7 and 8	Rotate about the x-axis
Shift Keypad 7 and 8	Rotate 90 degrees about the x-axis (default)
Keypad 9	Reset x-axis to zero
Shift Keypad 9	Fix x-axis

Y-Axis Commands:

Keypad 4 and 5	Rotate about the y-axis
Shift Keypad 4 and 5	Rotate 90 degrees about the y-axis (default)
Keypad 6	Reset y-axis to zero
Shift Keypad 6	Fix y-axis

Z-Axis Commands:

Keypad 1 and 2	Rotate about the z-axis
Shift Keypad 1 and 2	Rotate 90 degrees about the z-axis (default)
Keypad 3	Reset z-axis to zero
Shift Keypad 3	Fix z-axis

Other Commands:

Enter	Enter Perspective mode.
Keypad . (Decimal Point)	Reset perspective center.
Keypad 0	Reset all axes to zero.
Shift Keypad 0	Reset all axes to zero and perspective center to default state.
Keypad - (Minus)	Fill the screen with the current brush at the current perspective.
; and '	Move the brush along the fixed axis in a direction perpendicular to the brush plane.
: and " (Shift ; and ')	Same as ; and ' keys but with a greater increment.
< and > (Shift . and Shift ,)	Modify observer distance from screen.

Using Perspective Commands If You Don't Have a Keypad:

Hold down the Closed Apple () key and press the corresponding number key on the main part of the keyboard, above the alphabet. In place of Shift and a keypad number, hold down the Shift and the Closed Apple keys and press the corresponding number key on the main keyboard.

TOOLBOX COMMANDS

b	Brush Selector tool; if clicked again, Corral tool
B	Restore last custom brush
c	Unfilled Circle tool
C	Filled Circle tool
d	Continuous Freehand tool
D	Continuous Freehand tool with 1-pixel brush
e	Unfilled Ellipse tool
E	Filled Ellipse tool
f	Fill tool
F	Fill Type Dialog Box
g	Grid
G	Grid to current brush position
j	Spare page
K	Clear page
m	Toggle Magnify tool
p	Palette Window
q	Curve tool
r	Unfilled Rectangle tool
R	Filled Rectangle tool
s	Dotted Freehand tool

t	Text
u	Undo
v	Straight Line tool
>	Zoom in (to enlarge magnified image)
<	Zoom out (to shrink magnified image)
,	Select Color cursor
[and]	Move Color Selector up and down the palette
.	One-pixel brush
/	Toggle Symmetry

PALETTE WINDOW COMMANDS

n	Display Color Settings Dialog Box
u	Undo last color change
1, 2, 3, or 4	Select Range 1, 2, 3, or 4
[and]	Move Color Selector up and down
<- and ->	Move top end of Range bracket up and down
⬆ and ⬇	Move bottom end of Range bracket up and down

SPECIAL KEYS

9	Toggle Info Bar
0	Toggle Menu Bar and Toolbox/Palette
ESC	Toggle cursor
Cursor keys	Scroll page; in Text mode, move cursor
n	Center area under the cursor; In Magnify mode, move area under the cursor to center of magnified area
Shift	Constrain with Rectangle, Straight Line, and Polygon tools
CTRL	Leave traces with Line or Shape tools
CTRL a	Check memory
Tab	Toggle color cycle
S	Show page
` (to left of Spacebar)	Toggle stencil
a	Repeat last menu option (Again key)
Spacebar	Abort current command

(For 9 and 0, use the number keys on the main part of the keyboard.)

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